

REMARKS

This Response is submitted in reply to the Office Action mailed October 10, 2006. Claims 1 to 25 are pending in this application. Claims 1, 6, 7, 10 and 21 have been amended. No new matter has been added.

A Petition for a Three Month Extension of Time to respond to the office action is submitted herewith. Please charge Deposit Account No. 02-1818 for any fees due in connection with this response.

The Office Action rejected Claims 1 to 25 under 35 U.S.C. §112, first paragraph, as failing to comply with the enablement requirement. The basis of this rejection was the inclusion of a second processor in the kiosk. Each independent claim has been amended to remove the second processor from the kiosk. Favorable reconsideration is requested.

The Office Action rejected Claims 1 to 25 under 35 U.S.C. § 103(a) as being unpatentable over *Rowe* (2002/0002075) in view of *Crevelt* (5,902,983). Applicants respectfully disagree with and traverse this rejection. All of the currently pending Claims as presently presented are clearly patentably distinguished over each of *Rowe* and *Crevelt* alone and *Rowe* and *Crevelt* in combination.

Each of the pending claims recites a kiosk based system or method (such as an automated teller machine) that enables a player to move money from a remote fund repository (such as a bank) via an electronic fund transfer network (such as a banking network) into a gaming device (such as a slot machine). The funds are moved from the kiosk to the gaming device via a printed ticket that is approved by a ticket validation system (such as a local casino server) via a ticket validation network (such as a local casino network). The kiosk is connected to and communicates through an electronic fund transfer network without communicating through a ticket validation network. More specifically:

Claim 1 now recites "a processor configured to communicate over an electronic fund transfer network to a remote fund repository without communicating through a ticket validation network." (Emphasis added).

Claim 10 now recites "an electronic fund transfer kiosk having a ticket printer and a second different processor that operates with the ticket printer, the second processor to communicate via the ticket validation network to the ticket validation system via an electronic transfer network to a remote fund repository without communicating through the ticket validation network." (Emphasis added).

Claim 21 now recites "transmitting electronically a fund request from a processor of an electronic fund transfer kiosk to a remote fund repository via an electronic fund transfer network without communicating through a ticket validation network." (Emphasis added).

Crevelt and *Rowe*, alone or in combination, clearly do not teach or suggest a processor that communicates over an electronic fund transfer network to a remote fund repository without communicating through a ticket validation network as currently claimed.

As shown in FIG. 2 of *Crevelt*, any communications, such as EFT requests, sent from a gaming device (e.g., gaming device 26) to the remote fund repository (i.e., EFT host 56) goes through the ticket validation network (i.e., token ring LAN 44 and/or the floor network 32) because all communications sent from a gaming device (e.g., gaming device 26) to the remote fund repository (i.e., EFT host 56) must go through the ticket validation network (i.e., token ring LAN 44 and/or the floor network 32).

This interaction between the casino accounting system and the EFT system is referenced in *Crevelt* as follows:

the EFT processor 72 has read access to the main customer database 64 so that it can get account information, etc. Further, in order to keep the casino accounting information up to date, the processor 72 can write information to the main database 64--but only through transaction processor 54. Specifically, the EFT processor 72 writes changes to an EFT transaction queue 80 which is read by processor 54. Thereafter, processor 54 writes the change to database 64. Information passed from EFT processor 72 to transaction processor 54 might include, for example, electronic credits transferred in, electronic credits transferred out, etc. in order

to meter each machine's "electronic drop". (col. 8, lines 49-61) [Emphasis added]

Crevelt clearly teaches that all communications coming from the gaming device (e.g., gaming device 26) go through the EFT processor 10 and over a single communication route (e.g., line 32). More specifically, *Crevelt* clearly teaches that EFT requests go over the communication line 32 before going to a remote EFT processor 72. For example:

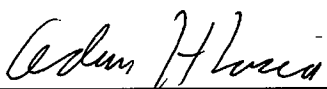
[the gaming machine interface 10] contains the hardware and software and/or firmware necessary to allow processing of information from both game controller 6 and EFT system 11. In the context of this invention, gaming machine interface 10 is specially programmed to communicate with such game controller and EFT system such that it can send electronic or optical signals requesting a funds transfer from a remote institution, and it can also receive signals authorizing such transfers to obtain plays on the gaming machine. Interface 10 can also receive and process information provided by game controller 6 regarding the progress of a game including any payouts to gaming machine interface 10. (col. 5, lines 22-34) [Emphasis added]

Similarly, Rowe shows kiosk 132 sharing a communication path with the gaming machines 102 (see Fig. 2).

Applicants therefore respectfully submit that independent Claims 1, 10, and 21, as well as all claims that depend therefrom, are each patentably distinguished over *Rowe* and *Crevelt* alone and in combination.

An earnest endeavor has been made to place this application in condition for formal allowance and in the absence of more pertinent art such action is courteously solicited. If the Examiner has any questions regarding this Response, applicants respectfully request that the Examiner contact the undersigned.

Respectfully submitted,
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